APPENDIX C

Components of a Screen

This document explains the structure of the screen in the *well.at.home*™ Patient Application. The following topics are discussed: Touch-Screen Guidelines, Screen Layout, Types of Screens, and Buttons.
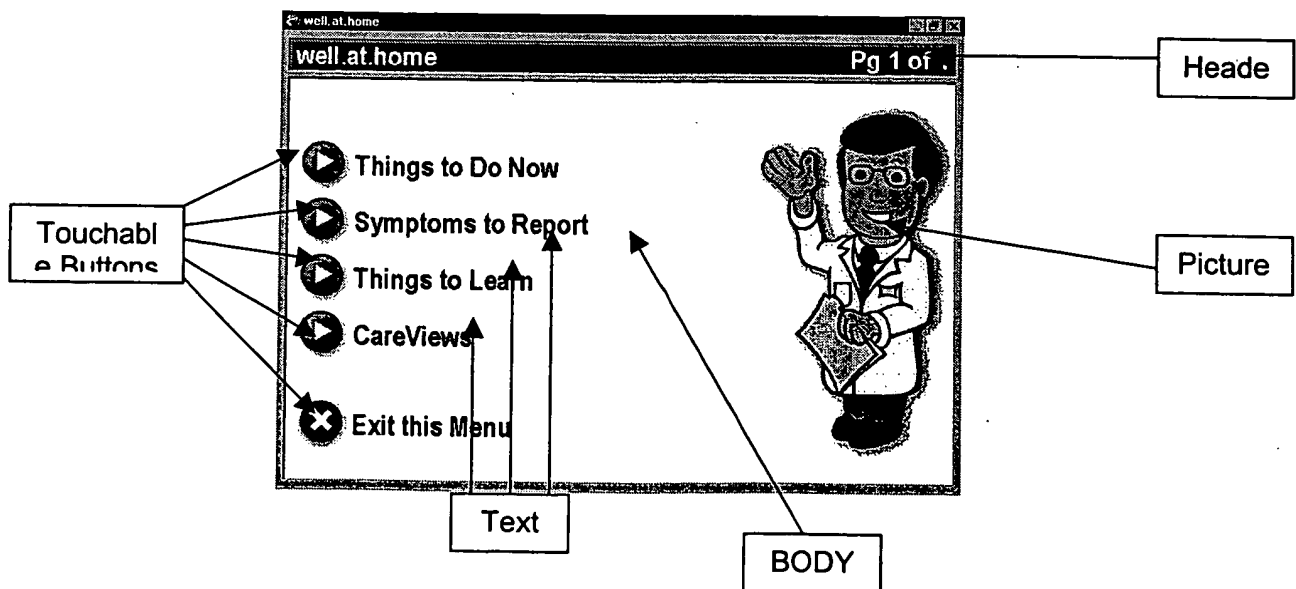
Touch-Screen Guidelines

The Patient Application utilizes touch-screen technology to allow you to navigate through the system. To properly use the *well.at.home*™ Patient Application, you should follow the guidelines below:

1. Make sure your hands are clean.
2. Do not attempt to clean the screen with water or cleaning agents that can damage it. If the screen becomes dirty, use a *dry* soft cloth to gently wipe off surface.
3. Only touch the screen with the tip of the finger... but not with your fingernail. The system will not respond if touched with a fingernail or foreign objects such as a pen.
4. Make sure there is only one contact point on the screen. For example, if your palm is resting on the screen and then your fingertip touches a button, the application will not recognize the touch.

Screen layout

All *well.at.home*™ Patient Application screens contain a header and a body.

Header

The Header shows the name of the screen on the left corner and if in a menu, the page number on the right.
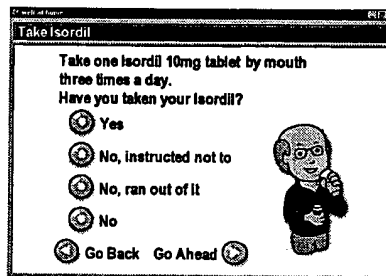
Body

The Body contains:
- Pictures
- Text
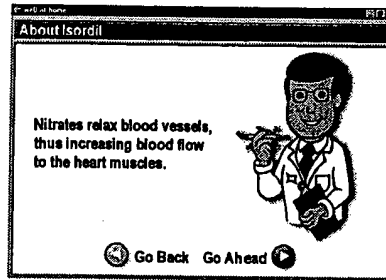- Touchable Buttons

Types of Screens

There are two classes of screens: Menu and Script. In a Menu screen, you are presented with a list of items (all have green buttons next to them) to choose from. Scripts present to you information about a particular task, topic, or symptom, or provide opportunity for you to enter data into the system.

On a Menu screen, you can choose any options by touching the green button next to it (The item can be either another menu or a script). In the header of a Menu screen, the name of the menu is located on the left side and the page of the menu (e.g. pg 1 of 3) is found on the right side. To exit a menu, touch the red "X" button.

There are two types of scripts: Data Entry and Informational. Data Entry scripts ask you to input data. Once an answer has been select, touch the Green "Go Ahead" button to go to the next page.
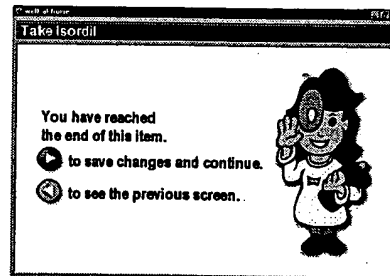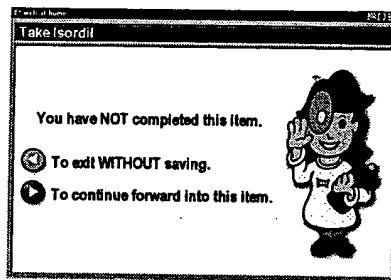
The Informational script contains only readable information. You are not required to input any data. Touch the "Go Ahead" or "Go Back" buttons to move forward or back to the next page.

A script is like a book; there is a beginning and an end. You touch the "Go Ahead" button to page forward and "Go Back" button to page back anytime while in a script.

Note: The user can only exit a script if he or she has either reached the beginning or the end.

A screen prompts you that you have reached the end of a script or has paged back to the beginning. Below are the two prompts that you see if you have reached the ends of a script. The screen on the left is the one seen at the beginning, and the one on the right is the one seen at the end.

Buttons

The buttons, differentiated by color, are used to navigate through the Patient Application. There are six different colors for the buttons: green, yellow, red, blue, purple, and gray.

Green Button

The green button is used to move forward to the next page of a script or to enter into a script or another menu from a menu. In a page where you are asked a question, selecting an answer changes the color of the "Go Ahead" button from yellow to green.

Yellow Buttons

The yellow button with the arrow pointing left is used to go back to the previous page of a script. In the data entry page, the yellow button with the arrow pointing right appears next to "Go Ahead" if a question is not answered. Touching the yellow "Go Ahead" button allows you to skip the question. The yellow buttons with the up and down arrows are used in the numeric data entry page. Touching the yellow button with the arrow pointing up increases the number. Touching the yellow button with the arrow pointing down decreases the number.

Red "X" Button

The red "X" button is used to exit out of the current menu to the previous menu. It is also to exit any of the CareViews.

Blue Checkmark Button

The blue checkmark button only appears in data entry pages. It is used to check the answer to a question. Initially, the answers have a gray button; however, if you choose an answer, the button next to that answer changes to the blue check button. In a numeric data entry page, touching the yellow up or down arrow buttons will automatically change the gray button to the blue checkmark button.

Gray Button

The gray button is found next to all unchecked answers to a question. Once an answer is chosen, the gray button next to it changes to the blue checkmark button.

Purple Button

The two different purple buttons are used in menus that contain more than one page of items. The purple "More Choices" button with the arrow pointing to the right (found below the last menu item and on top of the red "X" button) allows you to go to the next menu page. The purple "Previous Choices" button with the arrow pointing to the left (found on top of all the menu items) allows you to go back to the previous page of menu items. If you are at the first page of the menu pages, the "Previous Choices" button is absent. If you reach the end of the menu pages, the "More Choices" button becomes absent.